

## CHARACTER SHEET

# EIDOLON

CHARACTER NAME

2

CHARACTER LEVEL

# Temereru

## ALIGNMENT

PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

DEITY

HOMELAND

## RACE

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SIZE

GENDER

AGE

HEIGHT

WEIGHT

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HAIR

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EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	ADJ. TEMP.	TEMP. MODIFIER	HP HIT POINTS	TOTAL	DR	SPEED LAND	40	FT.	SQ.	FT.	SQ.	TEMP MODIFIERS
STR STRENGTH	15	2				16			BASE SPEED		WITH ARMOR			
DEX DEXTERITY	15	2			WOUNDS/CURRENT HP			FT.	FT.	FT.	FT.			
					17			FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW		

<b>CON</b> CONSTITUTION	13	1			17	<b>SKILLS</b>				
<b>INT</b> INTELLIGENCE	7	-2			NONLETHAL DAMAGE	SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<b>WIS</b> WISDOM	10	0								

[illegible]

**TOUCH** **12** **FLAT-FOOTED** **16** MODIFIERS ☐ CRAFT \_\_\_\_\_ = INT \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
**ARMOR CLASS** **ARMOR CLASS**

<b>SAVING THROWS</b>	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	<div style="border: 1px solid black; padding: 5px;">MODIFIERS</div>	<input type="checkbox"/> DIPLOMACY	=CHA	_____ + _____ + _____
<b>FORTITUDE</b> <small>(CONSTITUTION)</small>	4 = [3]	+ [1]	+ [ ]	+ [ ]	+ [ ]	<input type="checkbox"/> DISABLE DEVICE*		=DEX	_____ + _____ + _____	
<b>REFLEX</b> <small>(DEXTERITY)</small>	5 = [3]	+ [2]	+ [ ]	+ [ ]	+ [ ]	<input type="checkbox"/> DISGUISE		=CHA	_____ + _____ + _____	
<b>WILL</b> <small>(WISDOM)</small>	0 = [ ]	+ [ ]	+ [ ]	+ [ ]	+ [ ]	<input type="checkbox"/> ESCAPE ARTIST		=DEX	_____ + _____ + _____	
								<input type="checkbox"/> FLY	=DEX	_____ + _____ + _____
								<input type="checkbox"/> HANDLE ANIMAL*	=CHA	_____ + _____ + _____

**BASE ATTACK BONUS** 2 **SPELL RESISTANCE**  ☐ HEAL ☐ ☐ = WIS  +  +   
☐ INTIMIDATE ☐ ☐ = CHA  +  +

<b>CMB</b>	<div style="border: 1px solid black; padding: 2px;">4</div>	=	<div style="border: 1px solid black; padding: 2px;">2</div>	+	<div style="border: 1px solid black; padding: 2px;">2</div>	+	<div style="border: 1px solid black; padding: 2px;"></div>	MODIFIERS	<div style="border: 1px solid black; padding: 2px;"></div>
	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		

**CMD** 16 = 2 + 2 + 2 +    + 10

TOTAL      BASE ATTACK      STRENGTH      DEXTERITY      SIZE  
BONUS      MODIFIER      MODIFIER      MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
Bite			
TYPE	RANGE	AMMUNITION	DAMAGE
			1d6

☐ KNOWLEDGE (LOCAL)\* \_\_\_\_\_ =INT \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
☐ KNOWLEDGE (NATURE)\* \_\_\_\_\_ =INT \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
☐ KNOWLEDGE (NOBILITY)\* \_\_\_\_\_ =INT \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
☐ KNOWLEDGE (PLANES)\* \_\_\_\_\_ =INT \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
☐ KNOWLEDGE (RELIGION)\* \_\_\_\_\_ =INT \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

WEAPON			ATTACK BONUS	CRITICAL
Claw				
TYPE	RANGE	AMMUNITION	DAMAGE	
			1d6	

<input type="checkbox"/> LINGUISTICS*	_____	=INT	_____	+	_____	+	_____
<input checked="" type="checkbox"/> PERCEPTION	5	=WIS	_____	+	2	+	_____
<input type="checkbox"/> PERFORM	_____	=CHA	_____	+	_____	+	_____
<input type="checkbox"/> PERFORM	_____	=CHA	_____	+	_____	+	_____
<input type="checkbox"/> PROFESSION*	_____	=WIS	_____	+	_____	+	_____
<input type="checkbox"/> PROFESSION*	_____	=WIS	_____	+	_____	+	_____

WEAPON			ATTACK BONUS	CRITICAL
Claw				
TYPE	RANGE	AMMUNITION	DAMAGE	
			1d6	

<input type="checkbox"/> PROFESSOR	___	=WIS	___	+	___	+	___
<input type="checkbox"/> RIDE	___	=DEX	___	+	___	+	___
<input type="checkbox"/> SENSE MOTIVE	___	=WIS	___	+	___	+	___
<input type="checkbox"/> SLEIGHT OF HAND*	___	=DEX	___	+	___	+	___
<input type="checkbox"/> SPELLCRAFT*	___	=INT	___	+	___	+	___
<input checked="" type="checkbox"/> STEALTH	7	=DEX	2	+	2	+	___

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

☐ SURVIVAL

☒ SWIM

☐ USE MAGIC DEVICE\*

☒ CLASS SKILL   \* TRAINED ONLY

\_\_\_\_\_ = WIS    \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

7 = STR    2 + 2 + \_\_\_\_\_

\_\_\_\_\_ = CHA    \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

CONDITIONAL MODIFIERS:

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

LANGUAGES:

<input type="checkbox"/> ACROBATICS	<u>4</u>	=DEX	<u>2</u>	+ <u>2</u>	+ _____
<input type="checkbox"/> APPRAISE	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> BLUFF	_____	=CHA	_____	+ _____	+ _____
<input type="checkbox"/> CLIMB	_____	=STR	_____	+ _____	+ _____
<input type="checkbox"/> CRAFT _____	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> CRAFT _____	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> CRAFT _____	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> DIPLOMACY	_____	=CHA	_____	+ _____	+ _____
<input type="checkbox"/> DISABLE DEVICE*	_____	=DEX	_____	+ _____	+ _____
<input type="checkbox"/> DISGUISE	_____	=CHA	_____	+ _____	+ _____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	_____	+ _____	+ _____
<input type="checkbox"/> FLY	_____	=DEX	_____	+ _____	+ _____
<input type="checkbox"/> HANDLE ANIMAL*	_____	=CHA	_____	+ _____	+ _____
<input type="checkbox"/> HEAL	_____	=WIS	_____	+ _____	+ _____
<input type="checkbox"/> INTIMIDATE	_____	=CHA	_____	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (NATURE)*	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (PLANES)*	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	_____	=INT	_____	+ _____	+ _____
<input type="checkbox"/> LINGUISTICS*	_____	=INT	_____	+ _____	+ _____
<input checked="" type="checkbox"/> PERCEPTION	<u>5</u>	=WIS	_____	+ <u>2</u>	+ _____
<input type="checkbox"/> PERFORM _____	_____	=CHA	_____	+ _____	+ _____
<input type="checkbox"/> PERFORM _____	_____	=CHA	_____	+ _____	+ _____
<input type="checkbox"/> PROFESSION* _____	_____	=WIS	_____	+ _____	+ _____
<input type="checkbox"/> PROFESSION* _____	_____	=WIS	_____	+ _____	+ _____
<input type="checkbox"/> RIDE	_____	=DEX	_____	+ _____	+ _____
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS	_____	+ _____	+ _____
<input type="checkbox"/> SLEIGHT OF HAND*	_____	=DEX	_____	+ _____	+ _____
<input type="checkbox"/> SPELLCRAFT*	_____	=INT	_____	+ _____	+ _____
<input checked="" type="checkbox"/> STEALTH	<u>7</u>	=DEX	<u>2</u>	+ <u>2</u>	+ _____
<input type="checkbox"/> SURVIVAL	_____	=WIS	_____	+ _____	+ _____
<input checked="" type="checkbox"/> SWIM	<u>7</u>	=STR	<u>2</u>	+ <u>2</u>	+ _____
<input type="checkbox"/> USE MAGIC DEVICE*	_____	=CHA	_____	+ _____	+ _____

CONDITIONAL MODIFIERS:

LANGUAGES:

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

[illegible][illegible]

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<div></div>	<div></div>	0	<div></div>	—
<div></div>	<div></div>	1ST	<div></div>	<div></div>
<div></div>	<div></div>	2ND	<div></div>	<div></div>
<div></div>	<div></div>	3RD	<div></div>	<div></div>
<div></div>	<div></div>	4TH	<div></div>	<div></div>
<div></div>	<div></div>	5TH	<div></div>	<div></div>
<div></div>	<div></div>	6TH	<div></div>	<div></div>
<div></div>	<div></div>	7TH	<div></div>	<div></div>
<div></div>	<div></div>	8TH	<div></div>	<div></div>
<div></div>	<div></div>	9TH	<div></div>	<div></div>

CONDITIONAL MODIFIERS

[illegible]